GV1297
.E11

The Card-Player's Assistant.

THE CARD-PLAYER'S ASSISTANT,

CONTAINING A BRIEF DESCRIPTION OF

THE EAGLE GAME-COUNTER,

WITH

ILLUSTRATIONS

SHOWING ITS USE

IN SCORING POINTS IN NUMEROUS SOCIAL CARD GAMES.

15

Eagle game-counter co.
"

RICHMOND, IND.
1892.

33526X

GV1297
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Copyright, 1892,
By EAGLE GAME-COUNTER CO.,
Richmond, Ind.

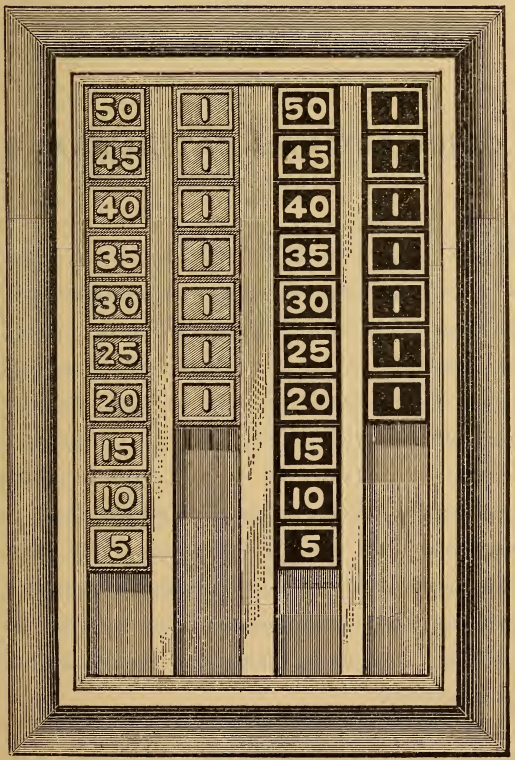
PRESSES OF
M. CULLATON & CO.,
RICHMOND, IND.

DESCRIPTION.

THE EAGLE GAME-COUNTER is made of several kinds of close-grained woods—hard maple, cherry, holly, oak, etc.—and is finished with a light or thin satin finish. The frame of the Counter is five-eighths of an inch in thickness, and the blocks are seven-sixteenths in width, ten-sixteenths in length, and half an inch in height; and the bottom, which is of white wood, is one-eighth of an inch in thickness, and the whole, complete, measures six inches in length, four inches in width, and five-eighths of an inch in thickness.

The materials used in its construction are of the finest that can be had, and the workmanship is first-class. The Counter is

symmetrical in form, and is practical and ornamental; it is easily operated; plain to be seen; occupies but little space when in use; not liable to get out of order or broken; and, in fact, every detail of the Counter has been studied with a view to perfection.



A two-thirds photo-engraving, showing the Counter in position for use.

QUICK-ACTING, NEAT, DURABLE.



THE EAGLE GAME-COUNTER is an ingenious and practical device for instantly scoring points in Whist, Seven-up, Single and Double Pedro (or Cinch), Euchre, Cribbage, Progressive Euchre, Hearts, Cassino, and other social games played with cards. It will score from one to fifty-seven points, and repeat to any desired number. It scores backward as well as forward. The blind can operate it. It is simple in construction, symmetrical in form, and is by far the neatest and most practical Game-Counter in existence.

TO SCORE POINTS.

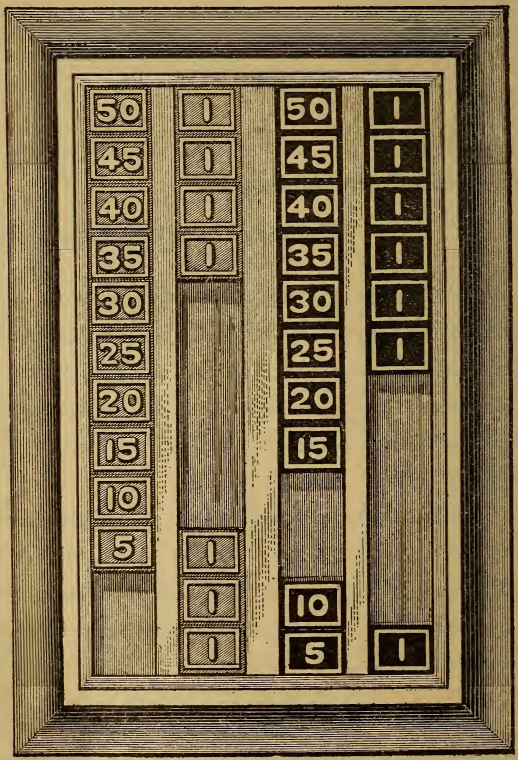
The Units Count Collectively;

The Large Numbers Separately.

In scoring points it is necessary to use only four of the units in connection with the larger numbers, thus: **1+1+1+1=4;** next use the figures **5** and the multiples thereof, and push back the units to use again.

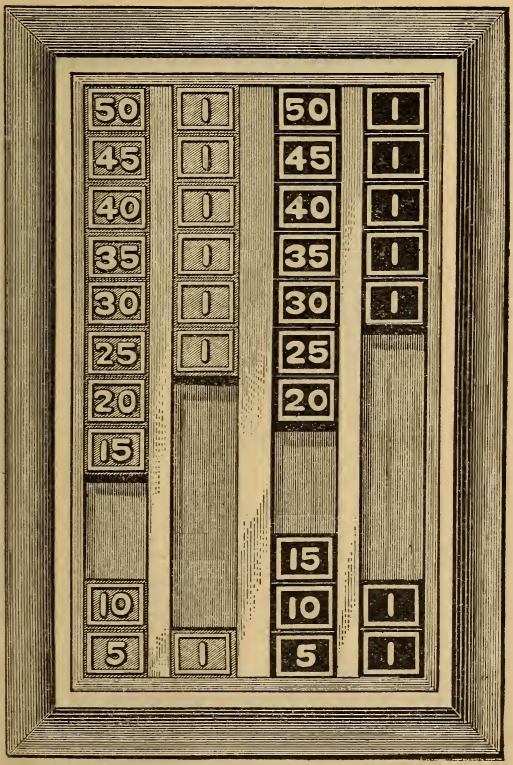
Add the UNITS in the right-hand columns to the LAST LARGE NUMBERS in the left-hand columns, as shown by the illustrations in the small book which accompanies the Counter.

The following engravings show the scores of a game of double pedro (or cinch), fifty-two points, as played by expert players.



FIRST HAND.

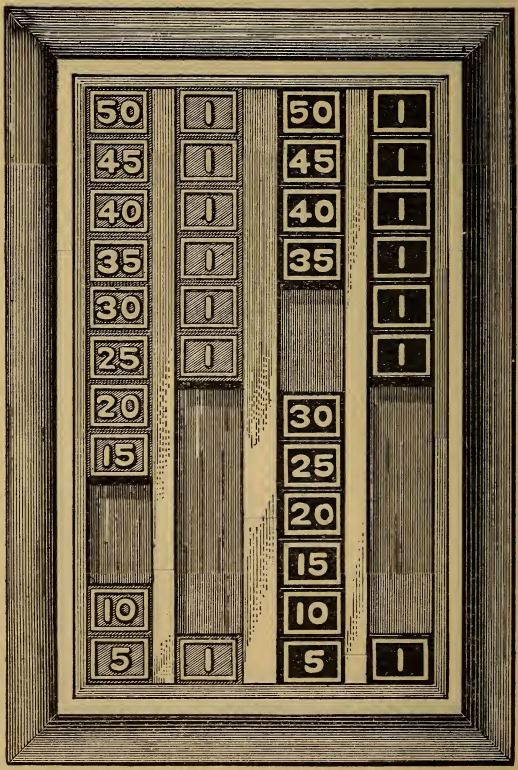
LIGHT SCORED 3. DARK SCORED 11.



SECOND HAND.

LIGHT SCORED 8. 3+8=11.

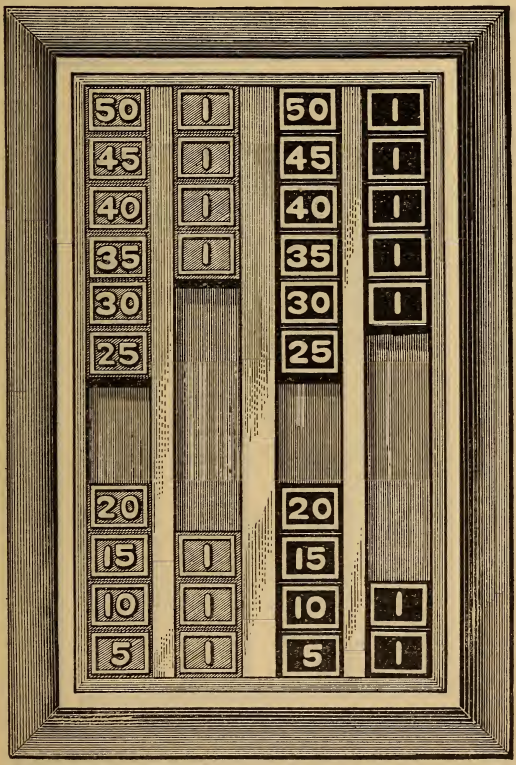
DARK SCORED 6. 11+6=17.



THIRD HAND.

LIGHT SCORED 0. DARK SCORED 14.

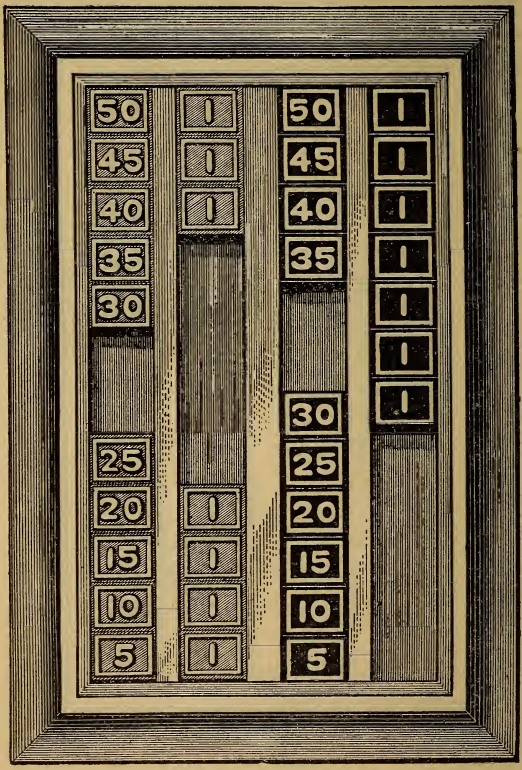
0+11=11. 17+14=31.



FOURTH HAND.

LIGHT SCORED 12. DARK LOST 9.

12+11=23. 31—9=22.



FIFTH HAND.

LIGHT SCORED 6. DARK SCORED 8.

23+6=29. 22+8=30.



SIXTH HAND.

LIGHT SCORED 13. DARK SCORED 1.

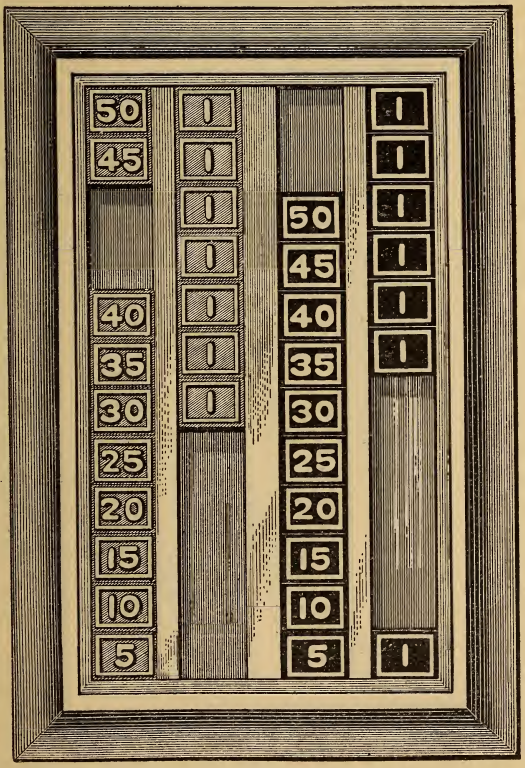
29+13=42. 30+1=31.



SEVENTH HAND.

LIGHT LOST 8. DARK SCORED 12.

42—8=34. 31+12=43.



EIGHTH HAND.

LIGHT SCORED 6. 34+6=40.

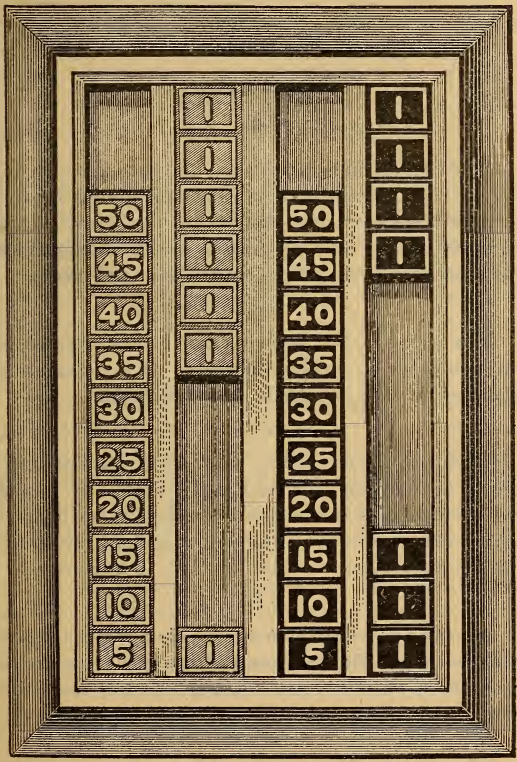
DARK SCORED 8. 43+8=51.



NINTH HAND.

LIGHT SCORED 9. DARK LOST 10.

40+9=49. 51—10=41.



TENTH HAND.

LIGHT SCORED 2. 49+2=51.

DARK SCORED 12. 41+12=53.

POINTERS.

TAROTS was the original name for playing-cards, and the first packs consisted of seventy-eight cards, four suits of numeral cards and twenty-two emblematical pictured cards. The old marks which distinguished the tarot suits were swords, cups, sticks, and money.

* * *

THE enjoyment of playing cards is often marred by the annoyance of keeping the score. It is a pleasure to score points with the **Eagle Game-Counter**

* * *

HISTORY tells us that in 1392 three packs of tarots (cards) were painted for the King of France by Jacquemin Gringonneur, for which he received one hundred and seventy-five francs — thirty-four dollars. Even this was not the largest sum paid for cards in those days.

* * *

A LARGE or small number of points may be scored with the **Eagle Game-Counter** ; can add to or deduct from the score with equal rapidity. It will score both ways.

* * *

THE **Eagle Game-Counter** is six inches in length, four inches in width, and five-eighths of an inch in thickness. Sent, postage paid, on receipt of price, to any part of the United States.

THE **Eagle Game-Counter** is put up in neat boxes (each Counter in a separate box, 4 x 6 x ⅝ of an inch) for the convenience of tourists, travelers, picnic, hunting and fishing parties, and requires so little space in the satchel or pocket as to be hardly noticed.

* * *

ON land or sea, in the cottage, the mansion, or the club room, on the sailing vessel or the ocean steamer, the **Eagle Game-Counter** is the favorite, because it is neat, simple in construction, symmetrical in form, easily read, accurate and quick-acting, and occupies but little space on the table, and when once used becomes a necessity.

* * *

NEARLY all writers about cards admit the strong resemblance they bear to chess, the art of painting being resorted to to depict the one, and sculpture to represent the other. The origin of chess is undisputed, but the date or by whom cards were introduced into Europe is unknown.

* * *

THE **Eagle Game-Counter** scores instantly any number of points from one to fifty-seven, and repeats to any desired number. It is neat in appearance, practical in construction, plain to be seen, occupies but little space, easily operated, and will not mar the finest furniture or soil the fingers.

* * *

WITH the **Eagle Game-Counter** upon the table, it would be unnecessary to ask, "How does the game stand?" A glance at the Counter would be a sufficient explanation.

One frequently hears such expressions as "You keep the score;" "No, I have n't any pencil;" or, "No, my eyes are dim;" or, "O, I do not want to be bothered with it." With the **Eagle Game-Counter** it is different. Everybody delights to use it.

* * *

The first mention of card-counters in the history of American playing-cards occurs about the year 1763. The counters were imported in foreign boxes, and were made of small bits of mother-of-pearl, and were of different sizes. One set of these foreign counters made in China contained one hundred and sixty-odd pieces.

* * *

The **Eagle Game Counter** is made of several kinds of close-grained woods — cherry, apple, holly, maple, etc., and is neatly finished. The figures are plain and easily distinguishable in a dim light, or by people with poor eye-sight.

* * *

Social games of cards are often played where the light is dim, and to "keep the game" under such circumstances is annoying. Good light is not necessary with the **Eagle Game-Counter.**

* * *

The first playing-cards were made of two pieces of card-board, and afterward pasted together so as to overlap the face and a frame to the picture surface.

* * *

The **Eagle Game-Counter** being always in full view of the players, any error which may occur can be readily detected and corrected.

THE **Eagle Game-Counter** is an original invention. It was not copied from or suggested by anything created or invented. For the purpose for which it is intended, there is nothing to compare with it.

* * *

THE most dainty and original playing-cards are said to be found in Japan. The Japanese cards are the same shape as those used in European countries, but small, being only two inches long by one broad, and a pack consists of forty-nine.

* * *

THE **Eagle Game-Counter** is not a gambling device, and cannot, with any stretch of the imagination, be so classed. It is the card-players' "book-keeper," and lends assistance to the pleasures of card playing

* * *

IT IS claimed that the first pictures produced by printing with blocks of wood were probably used as playing-cards, and the invention is very much older than that of printing with movable types.

* * *

IT IS a mistaken idea that only young people enjoy playing cards. Many aged people delight in the sport, and use the **Eagle Game-Counter** because it is simple, quick acting, and easily manipulated.

* * *

WITH the **Eagle Game-Counter** there is no necessity for asking how the "game stands." A glance at the *units* and *last large numbers* will explain the situation.

THE **Eagle Game-Counter** is small, neat, durable, attractive, inexpensive, quick-acting, simple in construction, and will last a life-time with fair usage.

* * *

THE origin of playing-cards is still a subject of speculation. Nearly every country in Europe claims to have been the first to use them. They were brought from the East to Europe about the time of the Crusades, probably by the home-returning warriors, and were known nearly simultaneously in Italy, Spain, France, Germany, and England.

* * *

ALL kinds of card games may be scored by the **Eagle Game-Counter** instantly, without the trouble of removing the Counter from the table or the place where located.

* * *

IT IS a matter of history that Columbus carried cards with him in his ship on the voyage of discovery in 1492. The Columbus cards were made of leather

* * *

THE **Eagle Game-Counter** is always in full view of the players, and any error of scoring can be readily detected and corrected.

* * *

SOME writers claim that India was the birth-place of cards, because it is positively known that chess was first used in that country.

* * *

WITH the **Eagle Game-Counter** you can score any number of points with but two movements of the fingers.

THE **Eagle Game-Counter** does away with the "private book-keeper," and adds much to the pleasure of playing any game of cards.

* * *

AN OLD Chinese history records the fact that cards were known in China as teen-tsepae, and were invented in 1120. The name by which they are called in China is *che-pae*, or "paper tickets," although they were first called *ya-pae*, or "bone tickets," being made from bone.

* * *

THE **Eagle Game-Counter** is especially adapted to the game of Pedro, or Cinch, as it scores backward as well as forward.

* * *

COUNTERS of gold are still in existence, which were used by Napoleon during his captivity—also some of the cards that the celebrated general used to while away the tedious hours.

* * *

AGED people with dim eye-sight can enjoy playing cards with the **Eagle Game-Counter**, because it is no trouble to keep the score.

* * *

THE **Eagle Game-Counter** will score to fifty-seven points and repeat; and will score backward as well as forward. The blind can operate it.

* * *

PAYMENT for the **Eagle Game-Counter,** when sent by mail, should be made in a post-office money order, bank check or draft, an Express money order, or in a registered letter.

No. 1 COUNTER is made of a variety of fine, hard end-grain woods, with raised cut figures, neat border, colored background, with a light satin finish.

No. 2 COUNTER is made of a variety of fine, hard end-grain woods, with raised cut figures, bordered, plain background, and has a light satin finish

No. 3 COUNTER is made of a variety of fine, hard end-grain woods, with raised cut figures, without border, colored background, and has a light satin finish.

No. 4 COUNTER is made of a variety of fine, hard end-grain woods, with raised cut figures, without border, plain background, and has a light satin finish.

Sent postage paid to any address in the United States on receipt of price, 75 cents.

EAGLE GAME-COUNTER CO.,

RICHMOND, INDIANA, U.S.A.

PATENTED MAY 17th, 1892.

LIBRARY OF CONGRESS
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THE EAGLE GAME-COUNTER
IS SOLD BY WHOLESALE AND RETAIL STATIONERS
EVERYWHERE.